

MEEBZORK

GAME PLAY

You are the MEEBZORK -- the yellowish creature whose mission is to prevent the flying Gorgons from eroding away the life of your planet with their deadly poison.

Your planet is divided into 64 rotating bands, all of which begin the game with the lush color: green. As the Gorgons' corkscrew-shaped, life-destroying poison hits your planet, the bands which have been repeatedly hit change color from green to brown to blue to red to black. When a band becomes totally black, there is no life left in that band. A "black hole" is formed into which the Meebzork can fall.

Your mission is to prevent the deadening of your planet by shooting "energy pulses" at the Gorgons in order to absorb their Life Energy for the maintenance of your planet. You must also avoid being eliminated by the greyish-colored Ball that can destroy you if it touches you.

This Ball is the ultimate source of danger to you. The Gorgons' poison can only stun you. If the Gorgons' poison falls on you, you will be temporarily paralyzed and go into a helpless spin for a few seconds.

The Gorgons' poison can knock you into a black hole, whether you're crawling on the planet surface or flying over it. If the Ball hits you, you will lose a life. If you are over a black hole when the Ball hits you, you will lose a life and be thrown into the black hole.

USING YOUR CONTROLLERS

Use one 5200 controller plugged into jack 1.

Your joystick directs the movement of the Meebzork. In its natural state, the Meebzork "crawls" on the planet surface. When you have a store of Energy points, however, you can "fly" over the surface by pressing the top fire button. To stop flying, press the top fire button again.

If the Meebzork is in the crawl state when a black hole appears underneath it, you will fall into the black hole and plunge toward the center of the planet and certain death. The only way to escape from this black hole is to fly out. Use the top fire button to fly out; then use the joystick to direct your flight up over the edge of the cliff and back onto solid surface.

Use your lower fire button to shoot "energy-absorbing pulses" at the Gorgons. (In lining up your shot, it is a good idea to match up the body of the Meebzork over the black shadow of the Gorgons on the planet surface.)

GAME SELECT OPTIONS

After you turn the POWER on, a selection menu will present you with game options. You can play a BEGINNER, INTERMEDIATE, or ADVANCED game by pressing keypad button 1 until your choice is displayed on the screen.

To watch a demonstration game, press keypad button 2.

To put your MEEBZORK in an automatic firing mode, press keypad button 3 until you see AUTO FIRE displayed. Selecting OPTION/MANUAL will give you manual firing.

There are 16 levels of increasing difficulty, as indicated by the wave number of the Gorgons. After that, they're all the same: very difficult!

To start a game at a certain difficulty level beyond the first one, press keypad button 4 until the wave number you want appears on the screen. For example, if you want to start a game at wave number 7, press keypad button 4 until the number 7 appears on the screen. Wave number 7, which is considerably more difficult than wave number 1, will be the first wave of Gorgons you encounter.

START/PAUSE/RESET

After you have selected all your game options, press START to begin a game. At "THE END" of a game, press START to begin a new game with the same game options as the one you just completed.

To pause the action, press PAUSE. To restart the action, press PAUSE again.

To start a new game with different game options, press RESET. You will be returned to the game selection menu where you can make your changes. Then press START.

You can change your choice of AUTO FIRE/OPTION [MANUAL] and you can change status from BEGINNER/INTERMEDIATE/ADVANCED during mid-game. However, you cannot alter the wave number status of the game underway. If you press button 4 (difficulty/wave number) or button 2 (demo mode), you will be returned to the selection menu and the game you were playing will be erased.

If you want to resume the game already in progress, press 5 on your keypad button to return to the exact place you left off.

SCORING

Your performance in MEEBZORK is rated in several ways at the bottom of the screen.

ENERGY indicates the amount of energy you accumulated in fighting off the Gorgons. You score 125 units of energy for each Gorgon. You need energy to fly and to escape out of black holes. If you run out of energy while you are plummeting into a black hole, it's "THE END" of the game.

LIVES indicates lives remaining. You start the BEGINNER level game with 5 fives; the INTERMEDIATE level game with 4 lives; and the ADVANCED level game with 3 lives. If the Ball rolls over you, you lose a life.

SU indicates the number of shield units you earned. You get one shield unit for every five Gorgons you hit. You can use shield units to rebuild your world. You can prevent individually colored bands from going totally black, but you cannot revitalize a black band.

To rebuild your world, press the START button when the MEEBZORK is in the crawl mode and positioned directly over a band of your choice. That band will be restored to the color which is one step higher in its evolution--before the Gorgons' poison caused it to deteriorate to its present state.

TIME indicates the amount of time you survived.

BONUS SCORING

The Gorgons attack in ever-more powerful waves, with each pass over your planet consisting of a flock of four Gorgons which perpetually regenerate themselves.

There are 20 Gorgons in each wave. When you complete a wave, you get a bonus based on:

The number of the wave completed
(multiplied by) the number of lives remaining
(multiplied by) 100.

So, if you complete wave number one with no lives lost (in the BEGINNER game), you get a bonus of: $1 \times 5 \times 100 = 500$ energy units.

For every three waves you complete, you get one new life.

For every fourth wave you complete, you get a new, all-green world!

HELPFUL HINTS

[] There's a short period of time at the beginning of each wave before the Ball begins its attack on the Meebzork. Make use of that time. After that, the Ball will attack in regular rhythmic cycles.

[] Listen closely to the warning sound which immediately precedes an attack by the Ball. It'll give you a few split seconds to take evasive action.

[] The crawl speed of the Meebzork (when it moves along a horizontal axis!) is faster than the Ball, no matter what wave you are playing. However, at the more difficult game levels, the Ball tracks your movements more closely, its speed increases, and the angle of its attack gets sharper. So, it may be wiser to fly to escape the Ball in these later waves.

[] Fly out of a black hole as soon as you can. The longer you plummet, the more energy you will have to consume to fly out.

[] In later waves, it is more advantageous to stay near the top of the planet. Avoid the Ball; swoop down to get a few Gorgons; and return to the top before the Ball rolls over you.